Key Learning in Mathematics - EYFS

Number - counting	Number - number sense	Measurement
 Rote counting Rote count from 1 Rote count on from a given number between 1 and 20 Rote count back from 20 to 1 Rote count back from a given number between 1 and 20 Know what number comes before or after a given number Say a number between two given numbers Counting objects Understand that counting is to find out how many Use one to one correspondence when counting Understand the last number said is the number in the set Count up to 20 objects, pictures, sounds and actions Understand and use conservation of number Use the word 'zero' to represent 'none' Compare two sets of different objects saying which set is more, fewer, same, equal Order three or more sets of objects State without counting (subitise) quantities within 5 Make a sensible guess of quantities within 10 	 Partition a set of objects in different ways using the terminology part - part - whole Understand that 'teen' numbers are a group of 10 plus another number Understand 20 is the same as two groups of 10 Recognise repeating patterns in the counting sequence i.e. 6, 7, 8, 9 and 16, 17, 18, 19 Number - number recognition Recognise and identify numerals 0 to 20 Select the numeral that represents a set of objects Order numerals 0 to 20 Count reliably with numbers from 1 to 20, place them in order. Number - graphics Represent amounts in their own ways, explaining what they mean Represent and explain their thinking in their own ways Write numerals 0 to 20 	 Distance Understand that measures of distance can have different names including length, width, height Understand and use language to compare two objects of different length/width, e.g. longer / shorter; wider / narrower Understand and use language to compare two objects of different height, e.g. taller / shorter Understand and use language of comparison when ordering three objects of different lengths/widths/heights, e.g. longest / shortest; widest / narrowest; tallest / shortest Find an object of similar length/width/height Understand the concept of the conservation of length/width/height Understand the measurement of weight (heavy/light) Understand and use language to compare two objects of different weight, e.g. heavier/lighter Understand the concept of conservation of weight Use uniform non-standard units to measure weight Volume/canacity
Count reliably with numbers from 1 to 20. Number - calculating	Shape	 Volume/capacity Understand the measurement of volume/capacity (empty/full/nearly)
 Understand the concept of addition by practically combining sets of objects to find how many and use the terminology part – part – whole Understand the concept of subtraction by practically removing one amount from within another to find how many are left and use the terminology part – part – whole Relate subtraction to addition in practical situations using the terminology part – part – whole Identify one more and one less than a given number Identify two more and two less than a given number Add two single-digit numbers totalling up to 10, using practical equipment Add two single-digit number from a number up to 10, using practical equipment Subtract a single-digit number from a number greater than 10, using practical equipment. Subtract a single-digit number from a number greater than 10, using practical equipment. Subtract a single-digit number from a number greater than 10, using practical equipment. Subtract upment Say which number is one more or one less than a given number. Using quantities and objects, they add and subtract two single-digit numbers and count on or back to find the answer. They solve problems involving doubling, halving and sharing. 	 Use everyday language to talk about shapes in the environment Know that shapes can appear in different ways and be different sizes Build and make models with 3-D shapes Create patterns and pictures with 2-D shapes Name common 2-D shapes (circle, triangle, square, rectangle, oblong) Name common 3-D shapes (sphere, cube, cuboid, cone) Talk about shapes using mathematical language (straight, curved, sides, flat, solid) Sort shapes according to their own criteria Explore characteristics of everyday objects and shapes and use mathematical language to describe them. Space Understand and use positional language in everyday situations Understand and use the language of movement/direction Describe and recognise patterns made of objects, numbers and shapes Create patterns made of objects, numbers and shapes Use everyday language to talk about position. They recognise, create and describe patterns. 	 Understand and use language to compare two of the same container holding different amounts, e.g. more/less Understand and use the language of comparison when ordering three of the same container holding different amounts, e.g. most/least Understand the concept of the conservation of volume/capacity Use uniform non-standard units to measure volume/capacity Understand that we need to pay for goods Talk about things they want to spend their money on Talk about different ways we can pay for things Recognise that there are different coins Recognise 1 p coin Use 1 p coins to pay for objects Time Talk about significant times of the day, e.g. home time, lunch time, snack time, bed time, etc. Understand and use language – before, after, yesterday, today, tomorrow Use the language of comparison when talking about time, e.g. longer/ shorter; faster/slower Sequence two or three familiar events and describe the sequence Know the names of the days of the week in order
Number - fractions	Statistics	Use everyday language to talk about size, weight, capacity,
 Understand that sharing is splitting an amount into equal parts Understand that halving is sharing into two equal parts Understand that doubling is adding the same number to itself They solve problems, including doubling, halving and sharing. 	 Sort objects and say what features they have in common 	distance, time and money to compare quantities and objects and to solve problems.